

حمل الآن

مجاناً وحصرياً

المراجعة رقم (1)

اختبار شهر مارس



Lesson 1

- » Technology helps us do many things such as shopping, communication, and learning.
- » Creative people use digital technology tools to find real solutions and design useful applications and websites.
- » **Benefits of Digital tools:**
 - 1 They provide easy access to services such as an app to pay a bill.
 - 2 You can book tickets (of trains, airplanes, museums, and historical places) online.
 - 3 A wealth of information is available through sources like EKB.
 - 4 They help people communicate better, build good relationships, and solve problems.
- » Using technology in a positive way helps us become successful digital citizens.

Lesson 2

» Digital Citizen:

He is a person who uses technology and the Internet for example to study and play.

» Digital Citizenship:

It is the ability to use digital technology ethically, responsibly, and safely.

» Digital Footprint:

It is a record of what you do online, including the websites you visit, the photos you post, and the comments you write.

» Rights:

- ① Right to protection
- ② Right to express positively
- ③ Right to access the Internet safely

» Responsibilities:

- ① Respecting Intellectual Property rights
- ② Showing positive behavior online
- ③ Using Internet wisely



Piracy: It is copying or stealing a content (such as a story or a song) to be **shared** or sold to others.

Rules to Use the Internet Safely

- ① Use strong passwords.
- ② Monitor online screen time.
- ③ Credit sources from which you took the information.
- ④ Use updated software.

Lesson 3

Comparison	Synchronous Communication	Asynchronous Communication
Definition	- It is real-time communication. - Communication happens at the same time. - It involves instant responses.	- It <u>does not</u> necessarily occur at the same time. - It <u>does not</u> require an instant response.
Examples	① Video chats ② Live TV shows ③ Instant chat rooms ④ Phone calls	- E-mail

Uses of Synchronous / Asynchronous Communication

Synchronous Communication	Asynchronous Communication
• When you need an instant response. • When sharing information and files quickly. • When discussing school topic quickly	• When sending formal messages. • When sending important and large files • When you do not need an instant response

» Main Communication Tools:

- ① **Video Chats:** They allow direct (live) communication.

Tools needed: 1- A device with a camera and a microphone
2- A video chat app

- ② **Instant Messaging (IM):** You can send text, pictures, and videos that arrive instantly.

Tools needed: An instant messaging application

- ③ **Chat Rooms:** They allow you to communicate in a group and usually focus on one subject.

Tools needed: Mobile apps or web browsers

- ④ **Email:** This is used for formal or long messages.

Tools needed: An email app or web browser

- » **Mobile Application:** It is a program on your device that gives you direct access to different programs such as email, IM, social media, and video chats.

Lesson 4

① Video Chat

- It is like a virtual classroom.
- To join a video chat: click on the link and wait to be "let in".
- Mute the microphone when someone else is talking to prevent noise.
- Be properly dressed and behave as if in a public place.
- Make sure no personal information or your home address is in your background.

2 Chat Rooms

- They usually focus on one particular subject.
- Anyone who has access to the chat room can read your messages.
- You should always be polite, helpful, and positive.

3 Instant Messaging (IM)

- It is an informal communication tool.
- You can use emojis and pictures in your messages.

4 Email

- It is used for formal situations.
- In the "To" field: Write the email address of the recipient.
- In the "Subject" line: Provide clear information on the topic/title of the email.
- Use correct grammar, be polite, and include greetings and endings.
- Ensure attachments are safe and accurate.

Lesson 5**1 Online Learning Environments**

- They include applications such as Edmodo.
- They allow teachers and students to communicate, no matter where they are.
- Teachers can upload lessons, homework, and quizzes, and students can post their assignments.

2 Digital Learning Sources

- **Egyptian Knowledge Bank (EKB):**
It is a huge digital library in Egypt.
It provides articles and videos in all fields.
- **Interactive Mapmaker:**
It is a free tool for online mapping, data collection, and research using maps; it works on tablets and laptops.
- **Vlaby :** It is a platform designed for conducting scientific experiments in a safe, interactive virtual environment.

Lesson 6

» It is important to **plan** before starting to ensure your information is correct and reliable.

- ① **Choose your topic:** set the goal, what you want to learn, and write notes while searching.
- ② **Choose the types of sources:** such as text, audio, videos, and images.
- ③ **Evaluating the sources:** you should use reliable sources

» **Reliable Sources:**

- ① They are written and verified by experts.
- ② They are well-written, without spelling or grammar mistakes.

» **Unreliable Sources:**

- ① They are full of opinions, errors, and lies.
- ② They include Facebook, blogs, and Wiki pages.

Writing the Report

» Use an outline to present your information in a logical and organized way.

» The **outline** includes:

- ① **Introduction:** It introduces the topic.
- ② **Supporting Paragraphs:** They present the information you found.
- ③ **Conclusion:** It provides final thoughts about the information you provided.

Model Exam

1

1 Put (✓) or (X):

- 1 Nowadays, there is a wealth of information available on the EKB website. ()
- 2 Digital citizenship is the ability to use digital technology ethically, responsibly, and safely. ()
- 3 To join a conversation, you must click on the link provided and wait for the one who started the meeting to give you access. ()
- 4 Planning before conducting a digital search will help you focus on the information you're trying to gather. ()
- 5 You must commit piracy and share the content of others without permission. ()
- 6 You can book tickets to visit many historical and cultural sites through the Internet. ()
- 7 If you send an instant message, it will reach your friend immediately. ()
- 8 The introduction of a report presents the detailed information of your report. ()

2 Choose the correct answer:

- 1 Mariam needs to buy a train ticket to Aswan but cannot go to the station. She should
 - a. cancel her trip
 - b. book the ticket online
 - c. go to the library
 - d. none of them
- 2 Digital citizenship is the ability to use technology
 - a. ethically
 - b. responsibly
 - c. safely
 - d. all of them

- 3 Copying or stealing protected content, like a song or story, to sell it is called
 a. piracy
 b. digital citizenship
 c. research
 d. browsing
- 4 Which example shows how technology made travel easier?
 a. Going to the library
 b. Booking airplane tickets online
 c. Playing in the park
 d. Drawing on paper
- 5  The best way to send a formal message to your teacher or an official is through
 a. instant messaging
 b. video chats
 c. chat rooms
 d. email
- 6 To conduct safe virtual science experiments at home, you can use
 a. Facebook
 b. Vlaby
 c. WhatsApp
 d. Paint
- 7 In a video chat, make sure your background does NOT show your
 a. books
 b. home address
 c. wall color
 d. computer

Model Exam

2

1 Put (✓) or (x):

- 1 You can pay your water and electricity bills using apps through the Internet. ()
- 2 The digital footprint is a record of what you do online. ()
- 3 Online learning environments, like Edmodo, doesn't allow teachers and students to communicate. ()
- 4 During conducting a digital search, you must mention the source of your information in your notes to credit it. ()
- 5 The person who started the call can mute other people's microphones. ()

- 6 Protecting yourself from piracy isn't considered important. ()
- 7 Creative people use technology to benefit people. ()
- 8 Piracy means respecting the work of others. ()

2 Choose the correct answer:

- 1 All of the following is considered from the safe use of technology, except
- booking train tickets
 - paying bills through the Internet
 - Egyptian knowledge bank (EKB)
 - sharing your personal information online
- 2 is a virtual labs platform that enables students and teachers to do lab experiments in an interactive environment.
- Egyptian knowledge bank (EKB)
 - Edmodo
 - Vlaby
 - None of them
- 3 Technology helps people communicate better and build good
- relationships
 - fences
 - barriers
 - enemies
- 4  A mobile application is a program on your device that gives you direct access to
- cooking and recipes only
 - email, social media, and video chats
 - paper school books
 - physical sports
- 5 Everything you do on the Internet that leaves a record or trace is called a
- password
 - digital footprint
 - web browser
 - virus
- 6 Which of the following is an example of synchronous communication?
- Emails
 - Recorded videos
 - Video chats
 - Letters by email
- 7 In an email, the topic or title of the message is written in the field.
- To
 - Subject
 - From
 - Attachment

Model Exam

3

1 Put (✓) or (X):

- 1 Students must be encouraged to deal with technology in a safe way. ()
- 2 You have the right to use the Internet when you need or want to, while respecting the law. ()
- 3 The person in charge of the call can mute others people's microphones. ()
- 4 Reliable sources are often full of grammar and spelling mistakes. ()
- 5 The digital search can include sources like audio, video, and image. ()
- 6 Online learning environments, like Edmodo, can provide virtual lessons. ()
- 7 Communication today is limited only to people in the same place. ()
- 8 Supporting paragraphs are where you write what you learned, your final thoughts. ()

2 Choose the correct answer:

- 1  Which part should provide clear information about the content of the email?

a. The "To" box	b. The Subject line
c. The greeting	d. The message body
- 2 Students must be encouraged to use technology in a/an way.

a. few	b. safe and easy
c. bad	d. annoying
- 3 Using technology in a positive way helps us become successful

a. gamers	b. digital citizens
c. hackers	d. viewers

- 4  Instant messaging (IM) is an example of
 a. synchronous communication b. asynchronous communication
 c. formal emails d. slow messaging
- 5 To access the Internet, we use a browser, such as
 a. WhatsApp b. Facebook c. Google Chrome d. Excel
- 6 The Egyptian Knowledge Bank (EKB) is a huge
 a. social media site b. digital library
 c. gaming platform d. search engine
- 7 A/An helps you organize the information in your report in a logical way.
 a. outline b. strong password
 c. chat room d. digital tool

Model Exam

4

1 Put (✓) or (X):

- 1 You cannot book tickets for trains, buses and planes through the Internet. ()
- 2 You can commit piracy with the protected content, share it and sell it to others. ()
- 3 If your camera is on so, anyone who is in the call will be able to see you. ()
- 4 Reliable sources are articles or information written and verified by experts. ()
- 5 Digital citizenship means using technology in an unethical way. ()
- 6 The information used in digital researches must be reliable. ()
- 7 Asynchronous communication is better when you don't need an immediate reply. ()
- 8 You should always credit the sources used in your research. ()

2 Choose the correct answer:

- 1 Chat rooms usually focus on one particular
 a. subject b. person c. device d. country
- 2  The things you do online that leave a trace are called
 a. passwords b. rights
 c. Responsibilities d. digital footprint
- 3 A gives you direct access to programs like social media and video chats.
 a. mobile app b. printer c. screen d. keyboard
- 4 To have a video chat, your device must have a microphone and a
 a. printer b. camera c. scanner d. mouse
- 5 Teachers can use to upload lessons, assignments, and quizzes.
 a. Vlaby b. Edmodo c. Mapmaker d. Paint
- 6 The first step in conducting digital research is to
 a. write the report b. delete your notes
 c. find a conclusion d. choose your topic
- 7 communication is best for discussing a quick school topic that needs an immediate answer.
 a. Asynchronous b. Synchronous
 c. Formal email d. Postal mail

Model Exam

5

1 Put (✓) or (X):

- 1 Using technology in a positive way helps people become good digital citizens. ()
- 2 Edmodo is a tool used for mapping and data collection. ()
- 3 Asynchronous communication includes live television shows. ()

- 4 Learning can now happen regardless of where teachers and students are. ()
- 5 Digital citizens only use the Internet for games and fun. ()
- 6 To join a video call, you often click a link and wait to be let in. ()
- 7 It is okay to commit piracy if you don't sell the content. ()
- 8 The introduction of a report presents detailed information about the research. ()

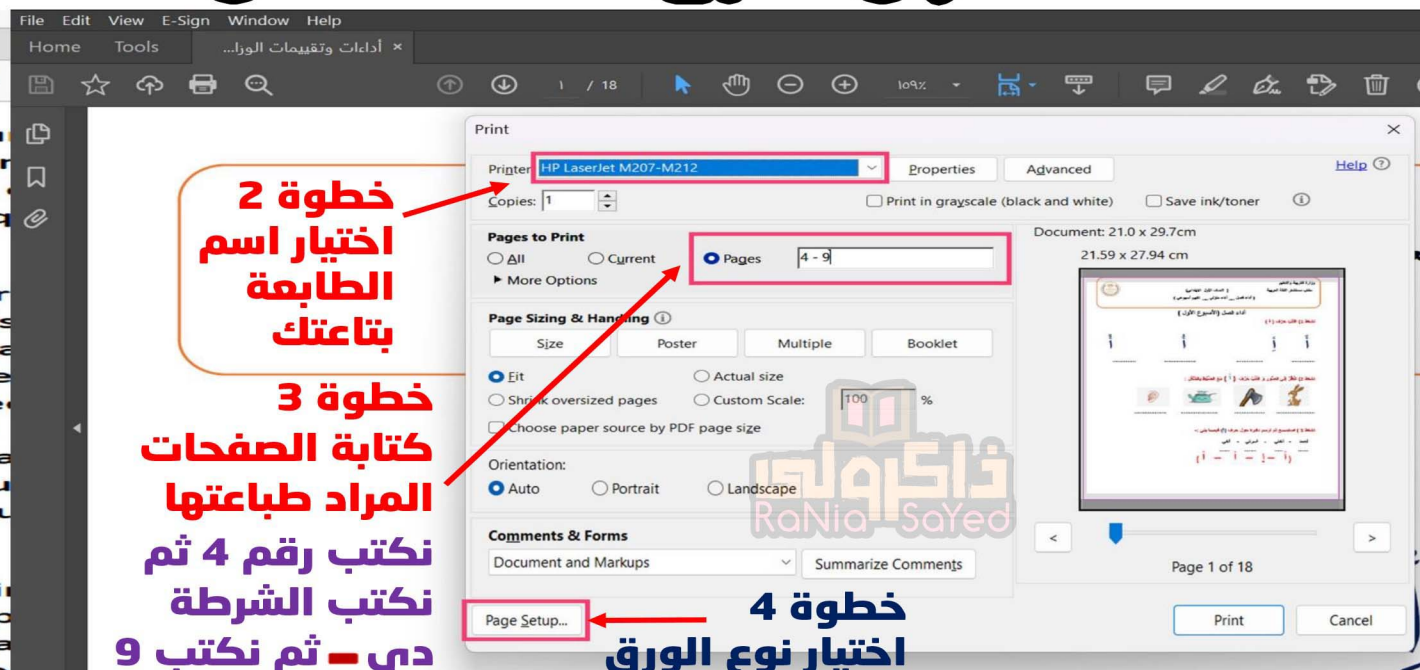
2 Choose the correct answer:

- 1 In an email, the recipient's address is written in the field.
a. Subject b. To c. From d. Attach
- 2 A digital footprint includes
a. the websites you visit b. the photos you post
c. the comments you write d. all of them
- 3 communication is best for discussing a quick school topic that needs an immediate answer.
a. Asynchronous b. Synchronous
c. Formal email d. Postal mail
- 4 Information on is often considered unreliable because anyone can edit it.
a. Wiki pages b. EKB
c. Vlaby d. National Geographic
- 5 To use the Internet safely, you should use passwords.
a. weak b. strong
c. your name as d. no
- 6 When you take information from a source, you must the source in your research.
a. hide b. change
c. credit d. ignore
- 7 communication is like face-to-face communication but online.
a. Synchronous b. Asynchronous
c. Email d. Recorded messages

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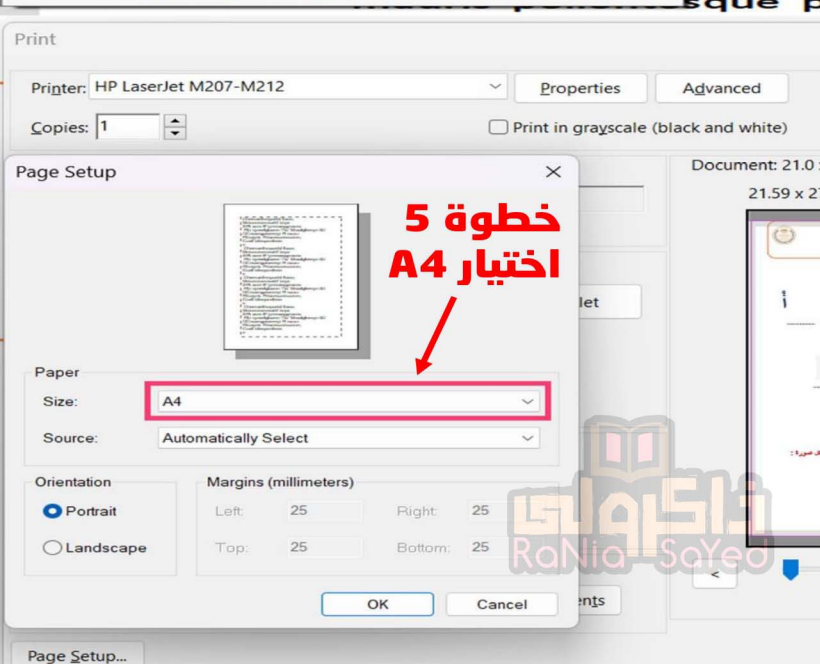
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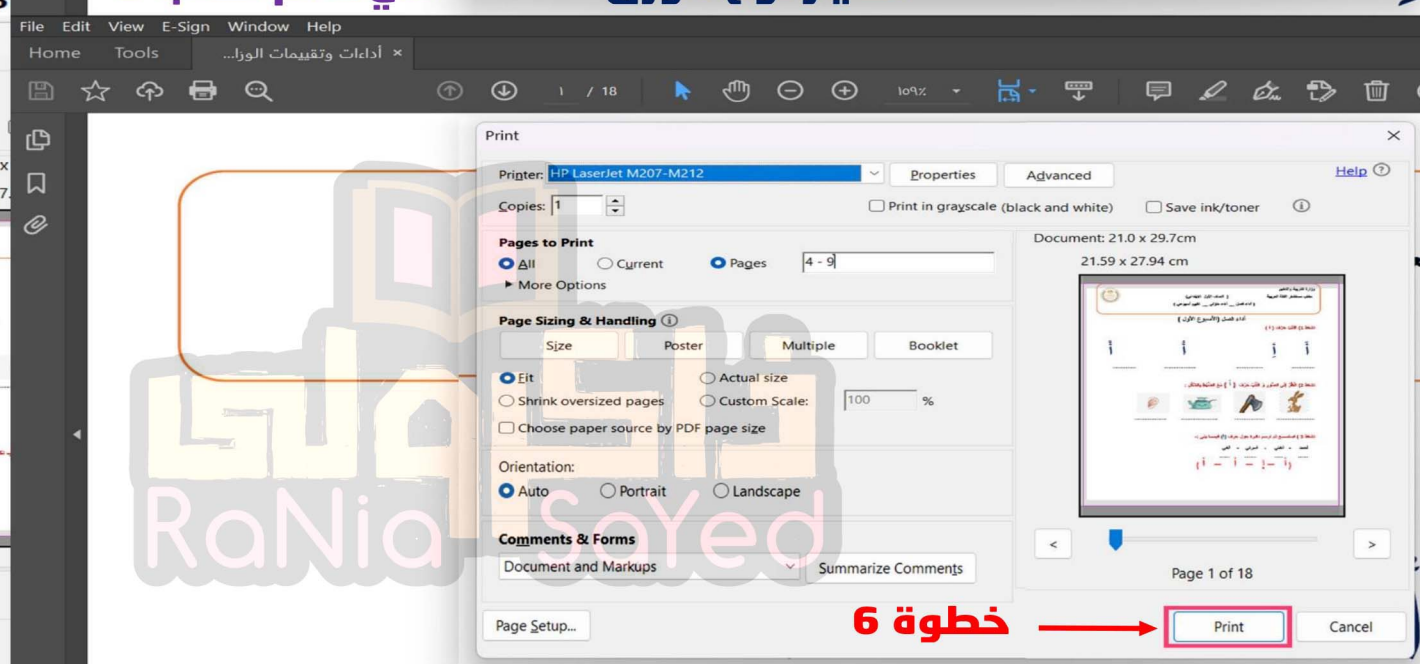
خطوة 2
اختيار اسم
الطابعة
بتاعتك

خطوة 3
كتابة الصفحات
المراد طباعتها
نكتب رقم 4 ثم
نكتب الشرطة
دي - ثم نكتب 9

خطوة 4
اختيار نوع الورق



خطوة 5
اختيار A4



خطوة 6

حمل الآن

مجاناً وحصرياً

المراجعة رقم (2)

اختبار شهر مارس



Lesson 1: Technological Applications in Our Lives

Have you ever thought about how technology helps us accomplish so many things in our lives faster and easier? For example: Shopping 🛒, communicating with relatives 📞, or learning 💡.

□ Digital Tools

Digital tools are applications that help people access the services they need easily. These tools are beneficial to us and the community around us, making many tasks simpler than we ever imagined.

🎨 Creative people use different types of digital tools to:

- Innovate practical solutions that help people in their daily lives.
- Design useful applications and websites.
- Make helpful information easily accessible to everyone.

☆ Benefits of Digital Tools

1. **Easier Access to Services:** People can use apps to pay bills and receive assistance from relevant authorities easily.
2. **Simplified Travel and Entertainment ➡ □:** We can book tickets online with a single click, such as:
 - Plane tickets.
 - Train tickets.
 - Tickets for museums and historical sites.
3. **Improved Communication □:** Technology helps people communicate better, which helps build strong relationships.
4. **Problem Solving 💡:** Digital tools contribute to finding quick and effective solutions to daily problems.

🎯 The Main Idea

When we use technology in a positive way, it helps us become more successful in our lives and helps societies develop and progress.

I. True or False (8 Questions)

1. Digital tools make it harder for people to access government services. ()
2. Booking a train ticket online is a form of digital services. ()
3. Technology should only be used for shopping and gaming. ()
4. Digital tools help creative people find solutions to daily problems. ()
5. Using technology positively leads to the progress of society. ()
6. You must travel to a museum to book an entry ticket; it cannot be done online. ()
7. Digital applications can be used to pay monthly electricity bills. ()
8. Technology has no impact on building better relationships between people. ()

II. Complete the sentences (7 Questions)

1. Digital tools are applications that help people get the _____ they need easily. (A) Problems (B) Services (C) Hardships (D) Tickets
2. Using technology in a positive way helps our society to _____. (A) Stop (B) Progress (C) Fail (D) Disappear
3. Creative people design apps to provide practical _____ for daily life. (A) Solutions (B) Obstacles (C) Games (D) Problems
4. Technology improves _____ between people, helping them stay connected. (A) Distance (B) Communication (C) Isolation (D) Travel
5. Online booking for flights is one of the digital _____ available today. (A) Problems (B) Tickets (C) Books (D) Solutions
6. When we use technology effectively, we find new _____ to old problems. (A) Solutions (B) Apps (C) Bills (D) Obstacles
7. Improving _____ helps in building stronger social relationships. (A) Travel (B) Bills (C) Communication (D) Coding

I. True or False (8 Questions)

1. Digital tools help in making information accessible to everyone. ()
2. Online shopping is considered a digital application in our lives. ()
3. Only experts can benefit from digital tools in their daily routines. ()
4. Technology helps us accomplish tasks faster than traditional methods. ()
5. Digital tools are only used for entertainment and fun. ()
6. Designing useful websites is a way creative people use technology. ()
7. Paying bills via mobile apps is considered a waste of time. ()
8. Digital tools provide quick and effective solutions for problems. ()

II. Complete the sentences (7 Questions)

1. Digital tools help us obtain information and services _____.
(A) Hardly (B) Easily (C) Slowly (D) Never
2. Using technology effectively makes us more _____ in our lives.
(A) Successful (B) Lazy (C) Sad (D) Tired
3. Creative individuals use their skills to design useful _____.
(A) Problems (B) Websites (C) Bills (D) Obstacles
4. Digital tools are _____ that simplify our daily tasks.
(A) Applications (B) Books (C) Papers (D) People
5. Learning online is easier when we use the right digital _____.
(A) Tools (B) Toys (C) Trains (D) Bills
6. We can reach any information we need _____ through digital platforms. (A) Slowly (B) Easily (C) Rarely (D) Locally
7. Designing _____ is a way to make helpful information available to all.



(A) Tickets (B) Websites (C) Problems (D) Bills

I. True or False (8 Questions)

1. Communication with relatives has become easier thanks to technology. ()
2. Digital tools are only beneficial to individuals, not the community. ()
3. We can book plane tickets with a single click using digital tools. ()
4. Technology hinders the development of modern societies. ()
5. Practical solutions can be innovated using various digital tools. ()
6. Digital tools play a major role in solving daily problems. ()
7. Accessing information online is more difficult than using paper books. ()
8. Using technology in a negative way leads to progress. ()

II. Complete the sentences (7 Questions)

1. We can use the internet to book _____ for museums and historical sites. (A) Problems (B) Apps (C) Tickets (D) Solutions
2. Digital _____ are very useful for us and the community around us. (A) Tools (B) Walls (C) Games (D) Cars
3. Creative people aim to provide _____ solutions for daily life. (A) Difficult (B) Practical (C) Slow (D) Useless
4. Digital tools make useful _____ available to everyone. (A) Information (B) Noise (C) Dust (D) Problems
5. Booking train _____ online is faster than going to the station. (A) Apps (B) Tickets (C) Sites (D) Tools
6. To solve a problem, we can use digital _____ to find help. (A) Tools (B) Blocks (C) Obstacles (D) Games
7. Making _____ accessible helps people learn and grow. (A) Information (B) Problems (C) Walls (D) Bills

Lesson 2: Digital Citizenship (My Rights and Responsibilities Online)

Now that you are using technology and the internet for your studies and play, you are not just an ordinary user; you are a Digital Citizen.

□ What is Digital Citizenship?

- Digital Citizenship is the ability to use technology in an ethical, responsible, and safe manner.
- It means knowing your rights and your duties (responsibilities) online.

□ Digital Footprint

- A Digital Footprint is a record of your activities.
- It includes everything you: Do online, Share, or what others share about you.
- Examples: Websites you visit, photos you post, and comments you write.
- Your digital footprint must be positive.
- Therefore, you must not share: your information or others' information in an unsafe or irresponsible way.

🔊 □ Rights and Responsibilities of a Digital Citizen You have rights and responsibilities, just like you do at school and home.

✓ First: Rights

1. **Protection:** No one has the right to copy your digital footprint or share your videos/photos without your permission.
2. **Positive Expression:** You have the right to express your opinions and ideas (with help from family/teachers) in a way that does not offend others.

3. **Safe Access:** You have the right to use the internet safely when you need it, while committing to respecting the law.

🛡️ □ Second: Responsibilities

1. **Respecting Intellectual Property:** You must not copy or steal someone else's content (like a story or song) to share or sell it; this is called Piracy.
2. **Positive Interaction:** Always be polite to everyone online and express your views with positive ideas.
3. **Wise Usage:** Make sure what you watch is useful, and balance your online time with time spent with family and friends.

🚫 Piracy: The illegal sharing or selling of digital content.

🔑 Safe Usage Rules:

1. Use strong passwords.
2. Document references and information, and do not believe everything you find.
3. Monitor the time you spend online.

I. True (T) or False (F):

1. Digital citizenship means using technology in an ethical and safe way. ()
2. A digital footprint only includes the photos you post yourself. ()
3. It is your right to share your friend's photo without asking them. ()
4. Piracy is the legal sharing of digital content. ()
5. You have the right to express your opinions positively online. ()
6. You should spend all your free time on the internet. ()
7. Strong passwords are part of safe internet usage rules. ()
8. Digital citizenship involves knowing both rights and responsibilities. ()

II. Complete the following:

1. A _____ is a record of everything you do and share online.
(A) Password (B) Digital Footprint (C) Piracy (D) Website
2. Copying someone else's story to sell it is called _____.
(A) Citizenship (B) Rights (C) Piracy (D) Interaction
3. You must _____ the time you spend online to stay healthy.
(A) Increase (B) Monitor (C) Ignore (D) Waste
4. When using information from a website, you should _____ your sources. (A) Hide (B) Delete (C) Document (D) Steal
5. Being _____ with others is a key responsibility of a digital citizen. (A) Impolite (B) Polite (C) Angry (D) Silent
6. Digital citizenship helps you use technology _____.
(A) Irresponsibly (B) Safely (C) Dangerously (D) Rarely
7. You have the right to _____ when you need to use the internet.
(A) Safe Access (B) Steal Content (C) Bully Others (D) Share Secrets

I. True (T) or False (F):

1. Your digital footprint should always be positive. ()
2. Respecting intellectual property means not stealing others' work. ()
3. You should believe everything you read on the internet. ()
4. Digital citizens have both rights and responsibilities. ()
5. It is okay to share your personal address with anyone online. ()
6. You have the right to be protected from someone copying your footprint. ()
7. Positive interaction means being rude to people you disagree with. ()
8. Balancing online and offline time is a sign of wise usage. ()

II. Complete the following:

1. Digital citizenship is the ability to use technology _____.
(A) Randomly (B) Ethically (C) Negatively (D) Only for games
2. Your digital footprint includes the _____ you visit.
(A) Museums (B) Websites (C) Parks (D) Schools
3. One of your _____ is to respect the law while using the internet.
(A) Rights (B) Hobbies (C) Responsibilities (D) Dreams
4. You should use _____ passwords to protect your accounts.
(A) Short (B) Easy (C) Strong (D) No
5. Sharing a video of someone without their permission violates their _____.
(A) Responsibilities (B) Rights (C) Piracy (D) Duties
6. _____ is the illegal trading of digital content.
(A) Protection (B) Interaction (C) Piracy (D) Footprint
7. Expressing ideas in a way that does not hurt others is _____.
(A) Positive Expression (B) Piracy (C) Footprint (D) Access

I. True (T) or False (F):

1. Piracy is an ethical way to share music and movies. ()
2. You can ask your teacher or family for help when expressing your views online. ()
3. Your digital footprint includes what other people post about you. ()
4. Using the internet safely is a responsibility, not a right. ()
5. You must document your references to ensure information is credible. ()
6. A digital citizen uses technology to harm others. ()
7. You should not share your private information in an unsafe way. ()
8. Monitoring your time online is part of wise usage. ()

II. Complete the following:

1. A digital citizen is someone who uses technology _____.
(A) For bullying (B) Responsibly (C) To steal (D) Rarely
2. Everything you do on the internet leaves a _____.
(A) Paper (B) Digital Footprint (C) Song (D) Bill
3. You have the right to _____ from having your content stolen.
(A) Piracy (B) Protection (C) Neglect (D) Fear
4. Wise usage means balancing online time with _____.
(A) Gaming (B) Family time (C) More internet (D) Sleeping only
5. _____ references helps in verifying the truth of the information.
(A) Deleting (B) Documenting (C) Ignoring (D) Copying
6. To be a good digital citizen, you must have _____ interaction with others. (A) Positive (B) Negative (C) No (D) Secret
7. Stealing an online song to sell it is an act of _____.
(A) Citizenship (B) Respect (C) Piracy (D) Right

Lesson 3: Online Communication Methods (Synchronous vs. Asynchronous)

Have you ever thought about the different ways you communicate with your friends or teachers using technology? There are two main ways to communicate online, and both are very useful:

🕒 *First: Synchronous Communication*

- Definition: Communication that happens in real-time, requiring an immediate response.
- It is like talking face-to-face but over the internet.
- Examples: Talking on the phone or a live discussion with a classmate.

✂️ □ *Synchronous Communication Tools:*

1. **Video Chats:** Allow direct communication with one or more people where you see and hear each other instantly.
 - *Tools needed:* Device with a camera and microphone + an app or software.
2. **Instant Messaging:** Enables you to send text messages, images, or videos that arrive instantly.
 - *Tools needed:* Instant messaging software or a mobile app.
3. **Chat Rooms:** Allow group communication via text about a specific topic with fast responses.
 - *Tools needed:* An internet browser (like Google Chrome) or a mobile app.

□ *Second: Asynchronous Communication*

- Definition: Communication that does not require an immediate response.



- You send your message, and the other person can read and reply at any later time.
- Information is transferred without needing both parties to be online at the same time.

✂ □ Asynchronous Communication Tool: Email

- Used for sending formal or long messages, such as asking a teacher for help or contacting an official.
 - **Tools needed:** An internet browser to access the email website or an email app.

📌 When to use each type?

1. Use Synchronous Communication when:

- Discussing a quick school topic.
- An immediate answer is needed.
- Exchanging simple information and files quickly.

2. Use Asynchronous Communication when:

- Sending a formal message.
- An immediate response is not necessary.
- Sending important large files or school assignments.

I. True (T) or False (F):

1. Synchronous communication requires an immediate response. ()
2. Email is the best tool for an urgent live video discussion. ()
3. Asynchronous communication happens in real-time. ()
4. Video chats allow you to see and hear people instantly. ()
5. Instant messaging is a form of asynchronous communication. ()
6. Chat rooms usually focus on a specific topic for a group. ()
7. You should use email when you need a quick answer to a simple question. ()
8. A camera and microphone are needed for video chats. ()

II. Complete the following:

1. Communication that does not require an immediate response is called _____. (A) Synchronous (B) Live (C) Asynchronous (D) Real-time
2. To use video chats, your device must have a _____ and a microphone.
(A) Printer (B) Scanner (C) Flash drive (D) Camera
3. _____ is used to send formal messages to teachers or officials.
(A) Email (B) Video chat (C) Instant messaging (D) Chat rooms
4. Chat rooms require an internet _____ like Google Chrome.
(A) Monitor (B) Browser (C) Keyboard (D) Printer
5. Synchronous communication is useful for discussing _____ school topics. (A) Long (B) Formal (C) Quick (D) Delayed
6. Sending a message that can be read later is _____ communication.
(A) Real-time (B) Asynchronous (C) Synchronous (D) Instant
7. _____ allow groups to communicate via text about a specific subject. (A) Emails (B) Chat rooms (C) Microphones (D) Cameras

I. True (T) or False (F):

1. Asynchronous communication is better for sending a formal request. ()
2. In synchronous communication, you can wait for days before replying. ()
3. An internet browser is a tool used to access chat rooms. ()
4. Instant messaging can include text, photos, and videos. ()
5. Email is a type of synchronous communication tool. ()
6. You use synchronous communication when the matter is urgent. ()
7. Video chats only allow you to talk to one person at a time. ()
8. Communication via phone is an example of synchronous communication. ()

II. Complete the following:

1. Communication that happens in real-time is known as _____ communication. (A) Delayed (B) Synchronous (C) Email (D) Formal
2. You can use _____ to send large files or school assignments. (A) Video chats (B) Chat rooms (C) Instant messaging (D) Email
3. _____ allow you to see and hear the person you are talking to. (A) Text messages (B) Letters (C) Video chats (D) Emails
4. Instant messaging requires a _____ on your phone or computer. (A) Printer (B) Software/App (C) Scanner (D) Camera
5. Use _____ communication when you do not need an immediate response. (A) Synchronous (B) Fast (C) Asynchronous (D) Live
6. A _____ is used to access email websites. (A) Browser (B) Microphone (C) Camera (D) Speaker
7. Talking to a friend face-to-face via an app is _____ communication. (A) Slow (B) Synchronous (C) Asynchronous (D) Formal

I. True (T) or False (F):

1. You can read an email and reply to it at any later time. ()
2. Chat rooms require the parties to be online at the same time. ()
3. Synchronous communication is like talking face-to-face. ()
4. You should use synchronous communication to send a formal letter. ()
5. Asynchronous communication is used when information is not urgent. ()
6. You need an app or program for instant messaging. ()
7. Information transfer in asynchronous communication must be immediate. ()
8. Video chats are a tool for asynchronous communication. ()

II. Complete the following:

1. Sending a quick text message to get an instant answer is _____.
(A) Asynchronous (B) Email (C) Instant messaging (D) Formal
2. Email is a tool for _____ communication.
(A) Real-time (B) Asynchronous (C) Synchronous (D) Video
3. To participate in a _____, you enter a group discussion about a topic. (A) Email (B) Chat room (C) Formal letter (D) Video call
4. Synchronous communication requires an _____ response.
(A) Delayed (B) Immediate (C) Late (D) Optional
5. You use _____ when you want to communicate with an official.
(A) Video chat (B) Phone calls (C) Email (D) Instant messaging
6. Real-time communication is _____ communication.
(A) Synchronous (B) Asynchronous (C) Formal (D) Slow
7. Video chats require a _____ to hear and speak to the other person.
(A) Printer (B) Mouse (C) Speaker/Microphone (D) Scanner

Lesson 4: Digital Communication Tools

Now that we have learned about synchronous and asynchronous communication, let's explore how to use each tool correctly and responsibly. Goal: Polite and ethical behavior online.

First: Video Chats

Virtual classrooms rely on rules that ensure organized participation. ✂ □

Rules for Using Video Chats:

1. **Camera and Microphone:** Ensure they are turned on only after getting permission.
2. **Respecting Others:** Mute your microphone while others are speaking to avoid noise.
3. **Appropriate Appearance:** Wear suitable clothes and act as if you are in a public place.
4. **Safe Background:** Ensure no personal information (like your home address) is visible in the background.

□ *Steps to Join a Video Chat:*

1. Click on the chat link.
2. Wait for the host (the person in charge) to let you in.

Second: Instant Messaging & Chat Rooms

These are fast and fun, but you must follow these instructions:

1. **Be Polite:** Stay positive and polite in all messages.
2. **Use Short Phrases:** Instant messaging is informal; use short phrases instead of long sentences.
3. **Stay Ethical:** You can use emojis and images, but always treat others with respect.

4. **Remember:** Anyone in the chat room can read your message.

 Third: Email

Used for formal situations, such as messaging teachers or officials. 📧

Guidelines for Writing an Email:

1. **Addresses:** Put the recipient's email in the "To" field.
2. **Subject Line:** Provide a clear subject, e.g., "Digital Citizenship Homework."
3. **Grammar:** Use correct grammar and spelling.
4. **Greeting and Closing:** Start with a proper greeting and end with a polite closing.
5. **Attachments:** Ensure any attached files are correct, safe, and virus-free.

I. True (T) or False (F):

1. You should turn on your camera and mic in a video chat without permission. ()
2. In a video chat, you should act as if you are in a public place. ()
3. Anyone in a chat room can read the messages you write. ()
4. Email is used for informal, quick chats with friends. ()
5. The subject line in an email should clearly explain what the message is about. ()
6. You should mute your microphone when someone else is speaking. ()
7. It is okay to show your home address in the background of a video call. ()
8. You should use correct grammar when writing a formal email. ()

II. Complete the following:

1. The _____ field in an email is where you type the recipient's address.
(A) Subject (B) To (C) Attachment (D) Closing
2. Video chats are used in _____ to ensure organized participation.
(A) Formal letters (B) Paper books (C) Virtual classrooms (D) Offline games
3. In instant messaging, it is better to use _____.
(A) Long paragraphs (B) Secret codes
(C) Short phrases (D) Anonymous names
4. Before sending an email _____, make sure it is safe and virus-free.
(A) Greeting (B) Password (C) Attachment (D) Subject
5. When joining a video chat, you must wait for the _____ to let you in.
(A) Hacker (B) Computer (C) Person in charge (D) Internet provider
6. Email is most suitable for _____ situations.
(A) Informal (B) Formal (C) Dangerous (D) Random
7. To avoid noise in a video call, you should _____ your microphone.
(A) Turn up (B) Break (C) Mute (D) Ignore

I. True (T) or False (F):

1. Instant messaging is a formal way to contact government officials. ()
2. You should start an email with a proper greeting. ()
3. In a video chat, your background should not show personal information. ()
4. You must wait for the host to allow you to enter a video chat. ()
5. Emojis and images should never be used in chat rooms. ()
6. Using a clear subject line is an important rule for writing emails. ()
7. You should wear appropriate clothes when your camera is on. ()
8. Chat rooms are private and no one can see what you write. ()

II. Complete the following:

1. To join a video chat, the first step is to click on the _____.
(A) Power button (B) Chat link (C) Attachment (D) Screen
2. You should behave _____ and positively in chat rooms.
(A) Rudely (B) Politely (C) Loudly (D) Secretly
3. The _____ line helps the receiver know what the email is about.
(A) To (B) From (C) Subject (D) Closing
4. Muting the microphone helps to avoid _____ while others speak.
(A) Music (B) Learning (C) Noise (D) Video
5. Writing to your teacher to ask for help is best done via _____.
(A) Chat rooms (B) Video games (C) Email (D) Radio
6. In _____, it is common to use short phrases instead of full sentences.
(A) Formal reports (B) Instant messaging
(C) Textbooks (D) Official emails
7. When you finish an email, you should include a polite _____.
(A) Subject (B) Attachment (C) Greeting (D) Closing

I. True (T) or False (F):

1. You should always check attachments for viruses before sending them. ()
2. Muting your mic during a video call is considered disrespectful. ()
3. Email is the best tool for a quick, informal chat with a classmate. ()
4. A safe background in a video chat means no private data is visible. ()
5. You must use correct grammar in formal email communication. ()
6. You can enter any video chat immediately without waiting for permission. ()
7. Chat rooms allow group communication about a specific topic. ()
8. You should act professionally when the camera is on during a call. ()

II. Complete the following:

1. _____ messaging is a quick and informal way to communicate.
(A) Formal (B) Paper (C) Instant (D) Postal
2. In the "To" field of an email, we write the _____ address.
(A) Recipient's (B) Home (C) School (D) Subject
3. To participate in a video chat, you need a camera and a _____.
(A) Printer (B) Microphone (C) Scanner (D) Mouse
4. If you are sending a school assignment to your teacher, use _____.
(A) A chat room (B) Email (C) A phone call (D) Instant messaging
5. Any person in a _____ can read the messages posted there.
(A) Locked file (B) Private diary (C) Chat room (D) Safe box
6. You should check that _____ are safe before opening them in an email.
(A) Greetings (B) Subject lines (C) Closings (D) Attachments
7. In a video chat, you should act as if you are in a _____ place.
(A) Private (B) Dark (C) Public (D) Secret

Lesson 5: My Tools for Online Learning

Learning is no longer limited to the classroom; students can communicate, experiment, and discover information from home thanks to online learning environments and sources.

First: Online Learning Environments

- Definition: Platforms that allow teachers and students to communicate with each other.
- Famous Example: Edmodo platform.

Functions of Online Learning Environments:

1. **For Teachers:** To provide lessons and upload tests and homework assignments.
2. **For Students:** To communicate with the teacher, submit completed assignments, and download lessons or tests.

Second: Online Learning Sources

Huge online libraries provide information. It is essential to rely on reliable sources when searching for information.

Examples of Reliable Learning Sources:

1. **Egyptian Knowledge Bank (EKB):**

- A massive electronic library in Egypt.
- Contains diverse topics and sources in all fields, such as articles and videos.

2. **Vlaby:**

- An interactive virtual labs platform.
- Enables students and teachers to conduct fun science experiments online.
- Makes learning interactive rather than just reading information.

3. **Interactive Map Maker:**

- A free tool available on tablets and laptops.
- Provides online tools for drawing and mapping.
- Allows users to collect and research data using maps.
- Users must ensure digital tools are reliable when collecting data.

I. True (T) or False (F):

1. Learning is now limited only to the physical classroom. ()
2. Edmodo is a platform where teachers can upload tests for students. ()
3. The Egyptian Knowledge Bank is an unreliable source of information. ()
4. Vlaby allows students to conduct science experiments virtually. ()
5. Interactive Map Maker is a paid tool that requires a monthly fee. ()
6. Students can submit their homework through online learning environments. ()
7. It is important to use reliable sources when searching for information. ()
8. Interactive Map Maker can be used on tablets and laptops. ()

II. Complete the following:

1. _____ is a platform that allows teachers and students to communicate and share lessons.
(A) Vlaby (B) Edmodo (C) Facebook (D) YouTube
2. To perform a chemistry experiment safely online, you can use _____.
(A) Interactive Map Maker (B) EKB (C) Vlaby (D) Email
3. The _____ is a huge electronic library available to all Egyptians.
(A) Interactive Map Maker (B) Edmodo
(C) Egyptian Knowledge Bank (D) Vlaby
4. Teachers use Edmodo to _____ homework for their students.
(A) Delete (B) Play (C) Upload (D) Hide
5. You can use _____ to draw and collect data using maps.
(A) Vlaby (B) Interactive Map Maker (C) Edmodo (D) Instant Messaging
6. Online learning _____ include libraries like the Egyptian Knowledge Bank.
(A) Problems (B) Games (C) Environments (D) Sources
7. Using _____ virtual labs makes learning more interactive and fun.
(A) Edmodo's (B) EKB's (C) Vlaby's (D) Google's

I. True (T) or False (F):

1. Teachers can use online platforms to provide lessons from home. ()
2. Interactive Map Maker provides tools for drawing and mapping. ()
3. You should always trust any information found on random websites. ()
4. Vlaby is used to send formal emails to school officials. ()
5. Students can download tests from their teachers on Edmodo. ()
6. The Egyptian Knowledge Bank contains only videos and no articles. ()
7. Online learning environments like Edmodo help in distance learning. ()
8. Researching data using maps is a feature of the Interactive Map Maker. ()

II. Complete the following:

1. One of the main functions of _____ is conducting interactive experiments. (A) Edmodo (B) Vlaby (C) Email (D) Chat rooms
2. Edmodo is an example of an online learning _____.
(A) Source (B) Environment (C) Map (D) Problem
3. _____ is a reliable source that provides diverse articles and videos in Egypt. (A) Vlaby (B) Edmodo (C) EKB (D) WhatsApp
4. Interactive Map Maker is a _____ tool for students and teachers.
(A) Free (B) Broken (C) Private (D) Secret
5. Students use Edmodo to _____ their completed tasks to the teacher.
(A) Print (B) Send (C) Delete (D) Watch
6. We must ensure that digital tools are _____ before collecting data.
(A) Expensive (B) Reliable (C) New (D) Fast
7. Online _____ allow students to discover information without leaving home.

I. True (T) or False (F):

1. Edmodo is primarily used for playing video games with classmates. ()
2. Vlaby makes science learning interactive rather than just reading. ()
3. The Egyptian Knowledge Bank is a massive library for all fields. ()
4. You need a device like a tablet or laptop to use the Interactive Map Maker. ()
5. Teachers cannot upload assignments on learning platforms. ()
6. Reliability is not important when picking online learning tools. ()
7. Communication between teachers and students can happen on Edmodo. ()
8. Interactive Map Maker allows users to search for data using maps. ()

II. Complete the following:

1. To find reliable information for a research project in Egypt, visit ____.
(A) Vlaby (B) EKB (C) Map Maker (D) Chat rooms
2. Online learning platforms like Edmodo allow _____ between teachers and students.
(A) Conflict (B) Communication (C) Isolation (D) Problems
3. _____ provides a virtual lab experience for school experiments.
(A) Edmodo (B) EKB (C) Vlaby (D) Email
4. Interactive Map Maker is used to collect _____.
(A) Money (B) Games (C) Data (D) Passwords
5. Platforms that allow sharing of lessons and tests are called learning _____.
(A) Games (B) Sources (C) Environments (D) Maps
6. Reliable sources like _____ contain articles and educational videos.
(A) EKB (B) Vlaby (C) Map Maker (D) Edmodo
7. Students _____ lessons from Edmodo to study them at home.
(A) Delete (B) Upload (C) Download (D) Block

Lesson 6: Digital Research Skills – Planning and Evaluating Sources

When you want to search for a new topic online, you shouldn't start searching immediately. Instead, you must:

1. Plan your research to collect information.
2. Verify that the information is correct and reliable.

First: Planning Your Digital Research

1. **Choose a Topic:** Think about your topic (e.g., Dinosaurs, Space, Environment) and determine what you already know and what you want to learn. Write down simple notes before starting.
2. **Choose Source Types:** Digital research includes images, audio recordings, videos, and written sources. Consult your teacher or parents for reliable sources.
3. **Evaluate Sources:** Check the information you find to see if it is reliable or not.

Second: Evaluating Sources During Research

You will find two types of sources, and you must know the difference to get accurate information:

1. **Reliable Sources:**

- Articles or information written by experts and verified for accuracy.
- Written professionally without spelling or grammar mistakes.
- Examples: Egyptian Knowledge Bank (EKB), official government websites, digital school books.

2. **Unreliable Sources:**

- May contain correct information, but also include personal opinions and lies.
- Must be used with great caution.
- Examples: Social media (Facebook), Blogs, Wiki sites.

💡 *Third: Tips During Research*

- Stay focused only on your topic to avoid distractions.
- Always question the reliability of the information you find.
- Take detailed notes and mention the source in your report.

📁 *Fourth: Organizing and Writing the Report*

After collecting notes from reliable sources, write the report logically. Use a research outline to organize your notes before writing. Main Parts of an Outline:

1. **Introduction:** Introduces the topic of the report.
2. **Supporting Paragraphs:** Provide the information and details you found.
3. **Conclusion:** Final thoughts and what you have learned from the research.

I. True (T) or False (F):

1. You should start searching online immediately without any prior planning. ()
2. Reliable sources are usually written by experts and have no grammar mistakes. ()
3. Facebook and personal blogs are considered highly reliable sources. ()
4. An outline helps you organize your notes before writing a report. ()
5. Digital research can include videos and audio recordings. ()
6. Wiki sites are reliable sources that provide verified information. ()
7. The conclusion of a report introduces the topic for the first time. ()
8. You should consult your teacher or parents to find reliable sources. ()

II. Complete the following:

1. _____ are sources that may contain opinions, lies, and unverified information. (A) Government sites (B) Unreliable sources (C) School books (D) Reliable sources
2. The _____ of a report provides the details and information found during research. (A) Introduction (B) Title (C) Supporting paragraphs (D) Conclusion
3. Before you start writing your report, use a research _____ to organize your ideas. (A) Game (B) Outline (C) Video (D) Email
4. The Egyptian Knowledge Bank is an example of a _____ source. (A) Social (B) Unreliable (C) Reliable (D) Fake
5. The _____ part of the outline tells the reader what the report is about. (A) Conclusion (B) Supporting Paragraph (C) Introduction (D) Source list
6. Professional articles written by experts are found in _____ sources. (A) Wiki (B) Reliable (C) Blog (D) Facebook
7. When writing a report, you should _____ the sources you used. (A) Hide (B) Mention (C) Delete (D) Ignore

I. True (T) or False (F):

1. Planning your research is the first step in collecting information. ()
2. Information from official government websites is usually reliable. ()
3. You should take detailed notes while conducting your research. ()
4. Supporting paragraphs come at the very end of your research report. ()
5. Blogs are considered unreliable because they often contain personal opinions. ()
6. Reliable sources often contain many spelling and grammar errors. ()
7. The conclusion summarizes what you have learned from your research. ()
8. You don't need to verify information if you found it on a social media site. ()

II. Complete the following:

1. One of the best examples of a reliable digital source in Egypt is ____.
(A) Facebook (B) Twitter (C) EKB (D) Personal Blogs
2. A research report should end with a _____ that gives final thoughts.
(A) Question (B) Conclusion (C) Supporting paragraph (D) Introduction
3. Using a _____ helps in presenting information in a logical and organized way.
(A) Random list (B) Research outline (C) Video game (D) Social media post
4. Information that contains professional writing and facts is called ____.
(A) Unreliable (B) Fake (C) Reliable (D) Opinionated
5. Sites like _ allow anyone to edit information, making them unreliable.
(A) EKB (B) Wikis (C) Government sites (D) Digital libraries
6. The first step in planning research is _____.
(A) Writing the conclusion (B) Choosing a topic
(C) Printing the report (D) Deleting notes
7. Digital research sources can be written, visual, or _____. (A)
Printed only (B) Audio (C) Broken (D) Secret

I. True (T) or False (F):

1. An outline is used to organize notes before writing the final report. ()
2. Reliable sources include digital school books and official websites. ()
3. You should include your home address in the introduction of every report. ()
4. Unreliable sources may include lies or incorrect information. ()
5. Taking notes is an unnecessary step in the research process. ()
6. The introduction of a report provides final thoughts about the topic. ()
7. You should stay focused on your specific topic while searching online. ()
8. Experts write articles in reliable sources after verifying the facts. ()

II. Complete the following:

1. To organize your notes and thoughts, you should create a _____.
(A) Game (B) Password (C) Research outline (D) Chat room
2. We should be very cautious when using _____ sources like social media.
(A) Reliable (B) Government (C) Unreliable (D) Verified
3. The _____ presents the research results and detailed information.
(A) Supporting paragraphs (B) Introduction (C) Conclusion (D) Subject line
4. _____ are examples of unreliable sources because they reflect personal views.
(A) Government sites (B) Blogs (C) School books (D) EKB
5. Planning your research helps you collect information more _____.
(A) Slowly (B) Effectively (C) Randomly (D) Difficultly
6. In the _____, you mention what you have learned from your search.
(A) Introduction (B) Supporting Paragraph (C) Conclusion (D) Search engine
7. Reliable sources are written _____ and without linguistic errors.
(A) Professionally (B) Carelessly (C) Randomly (D) Secretly

حمل الآن

مجاناً وحصرياً

المراجعة رقم (3)

اختبار شهر مارس



Put (✓) or (X)

- 1.** Digital tools can be used to find solutions for daily problems.
- 2.** Technology makes paying bills more difficult.
- 3.** Through applications, assistance can be obtained from specialized institutions.
- 4.** Plane tickets cannot be booked online.
- 5.** Digital tools have made the process of booking tickets to visit museums easier.
- 6.** Technology always harms people and does not benefit them.
- 7.** Good communication between people helps build good relationships.
- 8.** Information has become more difficult to obtain because of the internet.
- 9.** Communities can benefit from digital solutions.
- 10.** Digital tools make it easier for us to accomplish daily tasks.
- 11.** The digital footprint is everything you do online, and it is important that it be a positive footprint.
- 12.** Digital citizenship is simply knowing how to use the computer.
- 13.** If you upload a video clip of your own design, it is your right to request its protection against piracy.
- 14.** It doesn't matter if you use a weak password as long as you don't share it.
- 15.** Piracy means copying someone else's content for the purpose of sharing or selling it.
- 16.** You do not need to document the references you find on the internet; they are all correct.
- 17.** It is your responsibility to ensure that the content you watch does not cause you stress.
- 18.** You can express your opinions on the internet in any way, even if you offend others.
- 19.** It is your right to use the internet when you need it, but while respecting the law.
- 20.** You must choose the websites you visit wisely and use updated software.
- 21.** Synchronous communication happens in real time and requires an immediate response.

- 22.** Email cannot be used to communicate with the teacher regarding a school project.
- 23.** Email is an example of asynchronous communication.
- 24.** In synchronous communication, both parties must be present at the same time.
- 25.** Chat rooms can be used to conduct a discussion on a specific study topic.
- 26.** Instant Messaging (IM) is considered an asynchronous communication tool.
- 27.** Internet browsers like Google Chrome can be used to access chat rooms.
- 28.** Asynchronous communication requires an immediate response from the other .
- 29.** Video calls allow direct communication with one or more people.
- 30.** A mobile app cannot give you access to video calls.
- 31.** When conducting a video call, you should act as if you are in a public place.
- 32.** Instant messaging is a formal method in which full sentences are used.
- 33.** An email must contain polite greeting and closing phrases.
- 34.** You can leave the camera on in video calls even if you are not wearing appropriate clothing.
- 35.** Email is suitable for messaging your teacher or school principal.
- 36.** It is important to mute the microphone when not speaking in video calls.
- 37.** You can use icons and images in instant messaging.
- 38.** The "To" field in an email is designated for writing the subject of the message.
- 39.** In chat rooms, your message is private and seen only by the recipient.
- 40.** It is important to ensure that attachments you send via email are safe and accurate.
- 41.** Online learning environments allow teachers to provide virtual lessons to students.
- 42.** The Egyptian Knowledge Bank (EKB) is an example of an online learning environment instead of a learning source.
- 43.** The Vlaby platform allows students to conduct practical experiments in an interactive environment.
- 44.** Reliable online sources are not considered important for research and data collection.

- 45.** Students can use the Edmodo platform to communicate with their teachers and post their school assignments.
- 46.** The Egyptian Knowledge Bank contains sources in English only.
- 47.** You can use online learning environments to search for information about animals and science.
- 48.** The Interactive Mapmaker is considered a tool for instant messaging between students.
- 49.** Online learning is limited to reading written articles only.
- 50.** Through the Egyptian Knowledge Bank, you can search and view different topics.
- 51.** You must start your digital research by planning the topic and focus.
- 52.** Reliable sources are those that provide professionally written information free of spelling errors.
- 53.** The conclusion in a report presents the report's topic in detail.
- 54.** Sources found in blogs are always reliable and can be depended upon.
- 55.** Supporting paragraphs in a report provide the information and data collected.
- 56.** You should focus on searching for textual sources only and ignore audio recordings and videos.
- 57.** After finishing research, you must use an outline (plan) to organize your notes logically.
- 58.** When you find information, you must ask yourself: Is it reliable?.
- 59.** There is no need to mention the source in your report, as information belongs to everyone.
- 60.** You can consult your parents or teacher regarding reliable sources for research.



Choose the correct answer from the following options:

- 1.** The main goal of using digital tools in our daily lives is.....
- A. To increase the difficulty of life. B. To facilitate tasks and help people.
C. To prevent communication between people. D. To waste time.
- 2.** How can a digital application help someone?.....
- A. To sing to them.
B. To obtain assistance through it from a specialized institution.
C. To buy them clothes. D. To take them to school
- 3.** One example illustrating how technology has made travel easier is.....
- A. Going to the library. B. Booking flight tickets online
C. Playing in the park. D. Drawing on paper
- 4.** One of the benefits of websites is.....
- A. Making information easily available to everyone.
B. Preventing people from talking to one another.
C. Making the weather hot. D. Increasing the difficulty of shopping.
- 5.** What do we achieve when technology is used in a positive way?.....
- A. We cause problems for others.
B. It helps achieve success and development.
C. We prevent people from learning. D. It makes life more difficult
- 6.** is considered a digital tool.
- A. A paper book B. A pencil.
C. An application on a smartphone. D. A paper magazine
- 7.** What financial problem can be solved using digital applications?.....
- A. Difficulty in cooking. B. Difficulty in paying bills
C. Difficulty in riding a bike. D. Difficulty in sleeping.

8. We can book tickets online to

- A. Visit museums and archaeological sites.
- B. Buy vegetables from the grocer.
- C. Play with a ball
- D. Swim in the sea

9. How does technology help improve communication between people?.....

- A. It prevents people from talking.
- B. It facilitates building good relationships and solving problems.
- C. It makes communication more difficult.
- D. It increases misunderstanding between people.

10. What is the benefit of applications designed to serve society?.....

- A. Wasting time and money
- B. Helping communities develop and solve their problems.
- C. Increasing the difficulty of life.
- D. Preventing people from helping each other.

11. Digital citizenship is

- A. Spending a long time on the internet.
- B. The ability to use technology in an ethical, responsible, and safe manner.
- C. Watching video clips only.
- D. Sharing all personal information



12. The things you do online that leave a trace are called

- A. Password.
- B. Rights
- C. Responsibilities.
- D. Digital footprint

13. is one of the most important responsibilities toward online content.

- A. Publishing it immediately.
- B. Respecting intellectual property rights and avoiding piracy.
- C. Not documenting any references.
- D. Using it to harm others

14. When interacting with others online, you must.....

- A. Express your opinions offensively.
- B. Show positive behavior and deal with respect.
- C. Ignore them.
- D. Ask for their personal information

15. You must when you find information during your online research.

- A. Ignore the source.
- B. Use it without asking
- C. Confirm, evaluate, and document the references you find.
- D. Publish it immediately as correct.

16. is one of your rights as a digital citizen.

- A. Stealing content from the internet.
- B. The right to protection and not having your digital footprint copied without your permission.
- C. Neglecting your time with family.
- D. Posting photos of others

17. means using the internet safely.

- A. Using a simple password.
- B. Visiting any random site
- C. Using updated programs and setting strong passwords.
- D. Not monitoring the time you spend online.

18. results from not respecting intellectual property rights.

- A. Positive interaction.
- B. Documenting references
- C. Piracy.
- D. A clean digital footprint

19. is considered an example of responsibility when using the internet.

- A. Expressing your opinion.
- B. Ensuring a balance is achieved between internet use and personal communication
- C. Using technology when needed.
- D. Watching anything randomly.

20. It is very important that you do not share your information or others' information online in an way.

- A. Responsible.
- B. Unsafe and irresponsible
- C. Safe.
- D. Positive

21. Interacting positively with others is one of your

- A. Rights.
- B. Responsibilities
- C. Irresponsibility.
- D. Piracy



22. It is one of your that you have the right to use the internet safely when you need it, and you must commit to respecting the law.

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A. Asynchronous communication.

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C. Synchronous communication.

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B. Video calls.

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26. Chat rooms (Chat rooms) are often used to conduct

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C. A lot of animated images (GIFs).

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D. Writing files

C. Various topics, such as animals, science, history, and geography

45. The primary advantage of the Vlaby platform is that it allows students to

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D. Read paper books

B. Communicate with parents only

C. Conduct practical experiments in an interactive environment

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C. A program for running games

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A. Video games only

B. Virtual lessons and uploading tests and assignments

C. Communicating with school principals only

D. Sending email

49. The most important quality that the digital learning tools you use should have is

A. Being colorful

B. Being reliable and safe

C. Containing pictures

D. Being designated for teachers only

50. You can access topics, articles, and videos in the Egyptian Knowledge Bank (EKB) by simply.....

A. Sending a formal request

B. Visiting the school

C. Clicking on the source

D. Using an external application



51. Online learning environments allow communication between teachers and students.....

- A. Only when they are in the same place
- B. Regardless of where they are
- C. Via landline phone
- D. At specific times in the morning only

52. The Vlab platform is classified among platforms that allow the student to.....

- A. Watch images only
- B. Interact with scientific content
- C. Read texts only
- D. Instant message

53. The first step that must be taken before conducting any digital research is.....

- A. Starting the research directly
- B. Planning and defining the topic and focus
- C. Printing the report
- D. Writing the conclusion

54. The organized log of notes that helps you arrange the ideas of the report is called

- A. A detailed report
- B. A reliable source
- C. An outline (Plan)
- D. A final conclusion

55. Information found on social media sites is considered..... sources.

- A. Reliable
- B. Accurate
- C. Unreliable
- D. Professional

56. You must be careful to write in your notes when using a reliable source.

- A. Your personal opinion only
- B. Unimportant information
- C. Detailed and accurate notes and mentioning the source
- D. Lies and others' opinions

57. The part of the outline that presents the ideas and information found in the research is.....

- A. The introduction
- B. Supporting paragraphs
- C. The conclusion
- D. The subject line

58. Digital research can include non-textual sources, such as.....

- A. Paper books
- B. Video clips and audio recordings
- C. Regular mail letters
- D. Outlines only

59. Reliable sources must be written in a..... manner.

- A. Slang and containing errors
- B. Very short

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60. In the introduction when writing a report, the focus should be on.....

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A. Start writing immediately

B. Evaluate and ensure it is reliable

C. Publish it on social media

D. Mention your personal opinion only

62. should be consulted about valid sources for research.

A. A friend who doesn't know the topic

B. An online blogger

C. Your teacher or the school librarian

D. A commercial advertisement



Put (✓) or (X)

1. Digital tools can be used to find solutions for daily problems. ✓
2. Technology makes paying bills more difficult. X
3. Through applications, assistance can be obtained from specialized institutions. ✓
4. Plane tickets cannot be booked online. X
5. Digital tools have made the process of booking tickets to visit museums easier. ✓
6. Technology always harms people and does not benefit them. X
7. Good communication between people helps build good relationships. ✓
8. Information has become more difficult to obtain because of the internet. X
9. Communities can benefit from digital solutions. ✓
10. Digital tools make it easier for us to accomplish daily tasks. ✓
11. The digital footprint is everything you do online, and it is important that it be a positive footprint. ✓
12. Digital citizenship is simply knowing how to use the computer. X
13. If you upload a video clip of your own design, it is your right to request its protection against piracy. ✓
14. It doesn't matter if you use a weak password as long as you don't share it. X
15. Piracy means copying someone else's content for the purpose of sharing or selling it. ✓
16. You do not need to document the references you find on the internet; they are all correct. X
17. It is your responsibility to ensure that the content you watch does not cause you stress. ✓
18. You can express your opinions on the internet in any way, even if you offend others. X
19. It is your right to use the internet when you need it, but while respecting the law. ✓
20. You must choose the websites you visit wisely and use updated software. ✓

21. Synchronous communication happens in real time and requires an immediate response. ✓
22. Email cannot be used to communicate with the teacher regarding a school project. ✗
23. Email is an example of asynchronous communication. ✓
24. In synchronous communication, both parties must be present at the same time ✓
25. Chat rooms can be used to conduct a discussion on a specific study topic. ✓
26. Instant Messaging (IM) is considered an asynchronous communication tool.
27. Internet browsers like Google Chrome can be used to access chat rooms. ✓
28. Asynchronous communication requires an immediate response from the other ✗
29. Video calls allow direct communication with one or more people. ✓
30. A mobile app cannot give you access to video calls. ✗
31. When conducting a video call, you should act as if you are in a public place. ✓
32. Instant messaging is a formal method in which full sentences are used. ✗
33. An email must contain polite greeting and closing phrases. ✓
34. You can leave the camera on in video calls even if you are not wearing appropriate clothing. ✗
35. Email is suitable for messaging your teacher or school principal. ✓
36. It is important to mute the microphone when not speaking in video calls. ✓
37. You can use icons and images in instant messaging. ✓
38. The "To" field in an email is designated for writing the subject of the message. ✗
39. In chat rooms, your message is private and seen only by the recipient. ✗
40. It is important to ensure that attachments you send via email are safe and accurate. ✓
41. Online learning environments allow teachers to provide virtual lessons to students. ✓

42. The Egyptian Knowledge Bank (EKB) is an example of an online learning environment instead of a learning source. ✗
43. The Vlaby platform allows students to conduct practical experiments in an interactive environment. ✓
44. Reliable online sources are not considered important for research and data collection. ✗
45. Students can use the Edmodo platform to communicate with their teachers and post their school assignments. ✓
46. The Egyptian Knowledge Bank contains sources in English only. ✗
47. You can use online learning environments to search for information about animals and science. ✓
48. The Interactive Mapmaker is considered a tool for instant messaging between students. ✗
49. Online learning is limited to reading written articles only. ✗
50. Through the Egyptian Knowledge Bank, you can search and view different topics. ✓
51. You must start your digital research by planning the topic and focus. ✓
52. Reliable sources are those that provide professionally written information free of spelling errors. ✓
53. The conclusion in a report presents the report's topic in detail. ✗
54. Sources found in blogs are always reliable and can be depended upon.
55. Supporting paragraphs in a report provide the information and data collected. ✓
56. You should focus on searching for textual sources only and ignore audio recordings and videos. ✗
57. After finishing research, you must use an outline (plan) to organize your notes logically. ✓
58. When you find information, you must ask yourself: Is it reliable?. ✓
59. There is no need to mention the source in your report, as information belongs to everyone. ✗

60. You can consult your parents or teacher regarding reliable sources for research.✓

Choose the correct answer from the following options:

1. The main goal of using digital tools in our daily lives is.....

A. To increase the difficulty of life. B. To facilitate tasks and help people.

C. To prevent communication between people. D. To waste time.

2. How can a digital application help someone?.....

A. To sing to them.

B. To obtain assistance through it from a specialized institution.

C. To buy them clothes. D. To take them to school

3. One example illustrating how technology has made travel easier is.....

A. Going to the library. B. Booking flight tickets online

C. Playing in the park. D. Drawing on paper

4. One of the benefits of websites is.....

A. Making information easily available to everyone.

B. Preventing people from talking to one another.

C. Making the weather hot. D. Increasing the difficulty of shopping.

5. What do we achieve when technology is used in a positive way?.....

A. We cause problems for others.

B. It helps achieve success and development.

C. We prevent people from learning. D. It makes life more difficult

6. is considered a digital tool.

A. A paper book B. A pencil.

C. An application on a smartphone. D. A paper magazine

7. What financial problem can be solved using digital applications?.....

A. Difficulty in cooking. B. Difficulty in paying bills

C. Difficulty in riding a bike. D. Difficulty in sleeping.



8. We can book tickets online to

A. Visit museums and archaeological sites.

C. Play with a ball

B. Buy vegetables from the grocer.

D. Swim in the sea

9. How does technology help improve communication between people?.....

A. It prevents people from talking.

B. It facilitates building good relationships and solving problems.

C. It makes communication more difficult.

D. It increases misunderstanding between people.

10. What is the benefit of applications designed to serve society?.....

A. Wasting time and money

C. Increasing the difficulty of life.

B. Helping communities develop and solve their problems.

D. Preventing people from helping each other.

11. Digital citizenship is

A. Spending a long time on the internet.

B. The ability to use technology in an ethical, responsible, and safe manner.

C. Watching video clips only.

D. Sharing all personal information

12. The things you do online that leave a trace are called

A. Password.

B. Rights

C. Responsibilities.

D. Digital footprint

13. is one of the most important responsibilities toward online content.

A. Publishing it immediately.

B. Respecting intellectual property rights and avoiding piracy.

C. Not documenting any references.

D. Using it to harm others

14. When interacting with others online, you must.....

A. Express your opinions offensively.

B. Show positive behavior and deal with respect.

C. Ignore them.

D. Ask for their personal information



15. You must when you find information during your online research.

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A. Reliable

B. Accurate

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B. Evaluate and ensure it is reliable

C. Publish it on social media

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B. An online blogger

C. Your teacher or the school librarian

D. A commercial advertisement



حمل الآن

مجاناً وحصرياً

المراجعة رقم (4)

اختبار شهر مارس



Q1: Choose the correct answer

1. What is the main goal of using digital technology?
 - a. To make life harder
 - b. To make tasks easier and help people
 - c. To prevent communication between people
 - d. To waste time
2. Creative people use digital technology tools to find that benefit people.
 - a. problems
 - b. errors
 - c. difficulties
 - d. real solutions
3. How can a digital application help people?
 - a. To sing to them
 - b. To obtain help from the right organization
 - c. To buy clothes for them
 - d. To take them to school
4. Which example shows how technology made travel easier?
 - a. Going to the library
 - b. Booking airplane tickets online
 - c. Playing in the park
 - d. Drawing on paper
5. Through the Internet, you can book tickets for
 - a. trains
 - b. airplanes
 - c. museums
 - d. all of them
6. One benefit of websites is
 - a. making information available for everyone
 - b. stopping people from talking to each other
 - c. making the weather hot
 - d. making shopping harder
7. What do we achieve when we use technology in a positive way?
 - a. We cause problems for others.
 - b. We help achieve success.
 - c. We stop people from learning.
 - d. We make life harder.
8. The is considered a source where a wealth of information is available.
 - a. gaming app
 - b. music player
 - c. EKB website
 - d. chat room
9. Which of these is a digital tool?
 - a. A paper book
 - b. A pencil
 - c. An app on a smartphone
 - d. A paper magazine



- 10. Which financial problem can be solved using digital applications?**
- a. Difficulty cooking
 - b. Difficulty sleeping
 - c. Difficulty riding a bike
 - d. Difficulty paying bills
- 11. Technology helps people communicate better and build good**
- a. relationships
 - b. fences
 - c. barriers
 - d. enemies
- 12. What can we book tickets for online?**
- a. Visiting museums and historical places
 - b. Buying vegetables from the shop
 - c. Playing football
 - d. Swimming in the sea
- 13. Using technology in a positive way helps us become successful**
- a. gamers
 - b. digital citizens
 - c. hackers
 - d. viewers
- 14. How does technology help improve communication between people?**
- a. It stops people from talking.
 - b. It helps build good relationships and solve problems.
 - c. It makes communication harder.
 - d. It increases misunderstanding.
- 15. What is the benefit of applications designed to serve the community?**
- a. Wasting time and money
 - b. Making life harder
 - c. Helping communities grow and solve problems
 - d. Stopping people from helping each other
- 16. All of the following are benefits of technology, EXCEPT**
- a. easy access to services
 - b. solving problems
 - c. wasting time
 - d. improving communication
- 17. is the ability to use digital technology ethically, responsibly, and safely.**
- a. Digital footprint
 - b. Piracy
 - c. Digital citizenship
 - d. Programming
- 18. The things you do online that leave a trace are called**
- a. passwords
 - b. rights
 - c. responsibilities
 - d. digital footprint



- 19. One of the most important responsibilities online is**
- a. sharing content immediately
 - b. respecting intellectual property and avoiding piracy
 - c. not checking any sources
 - d. using content to hurt others
- 20. Digital footprint includes**
- a. the websites you visit
 - b. the photos you post
 - c. the comments you write
 - d. all of them
- 21. When interacting with others online, you should**
- a. share your opinions in a rude way
 - b. ignore them
 - c. show positive behavior and be respectful
 - d. ask for their personal information
- 22. As a digital citizen, you must balance your with spending time with family and friends.**
- a. sleeping time
 - b. online time
 - c. school time
 - d. sports time
- 23. What should you do when you find information for your research?**
- a. Ignore the source.
 - b. Use it without asking.
 - c. Check, evaluate, and cite the sources.
 - d. Share it immediately.
- 24. Illegal copying or stealing of protected content to sell it to others is called**
- a. citizenship
 - b. responsibility
 - c. digital footprint
 - d. piracy
- 25. What is one of your rights as a digital citizen?**
- a. Stealing content from the Internet
 - b. Not having my digital footprint copied without permission
 - c. Ignoring time with my family
 - d. Sharing other people's photos
- 26. To use the Internet safely, you should use passwords.**
- a. weak
 - b. short
 - c. strong
 - d. no
- 27. Using the Internet safely means**
- a. using a simple password
 - b. visiting any random website
 - c. using updated software and strong passwords
 - d. not watching your screen time



28. All of the following are digital rights, EXCEPT
- a. committing piracy
 - b. safe access
 - c. protection
 - d. expressing opinions
29. When intellectual property rights are not respected, this is called
- a. positive interaction
 - b. citing sources
 - c. piracy
 - d. a clean digital footprint
30. An example of responsible use of the Internet is
- a. sharing your opinion
 - b. balancing Internet use with face-to-face communication
 - c. using technology only when needed
 - d. watching anything randomly
31. It is very important not to share your information or others' information online in a/an
- a. responsible way
 - b. unsafe and irresponsible way
 - c. safe way
 - d. positive way
32. communication happens in real time and needs an instant response.
- a. Asynchronous communication
 - b. Email
 - c. Synchronous communication
 - d. Regular mail
33. Video chats are an example of communication.
- a. asynchronous communication
 - b. traditional communication
 - c. synchronous communication
 - d. recorded messages
34. The best way to send a formal message to your teacher or an official is
- a. instant messaging
 - b. video chats
 - c. chat rooms
 - d. emails
35. Chat rooms are often used for
- a. long personal talks
 - b. sending formal homework
 - c. discussing a specific school subject or idea
 - d. phone calls
36. communication does not require an instant response and can be replied to later.
- a. Synchronous
 - b. Asynchronous
 - c. Live
 - d. Instant



37. To have a video chat, you need a device equipped with a
- a. camera
 - b. microphone
 - c. printer
 - d. both a and b
38. Which of these tools does NOT need you and the recipient to be online at the same time?
- a. Instant messaging
 - b. Video chats
 - c. Email
 - d. Live TV calls
39. is an example of synchronous communication where people see and hear each other.
- a. Email
 - b. Video chat
 - c. Recorded video
 - d. Mail
40. What tool is needed for video chats?
- a. A voice recorder only
 - b. A fax machine
 - c. A device with a camera and microphone
 - d. A pen and paper
41. Synchronous communication allows you to
- a. send a file and get a reply the next day
 - b. send a long formal message
 - c. exchange information and files between people without delay
 - d. read educational articles
42. A mobile application is a program on your device that gives you direct access to
- a. cooking and recipes only
 - b. email, social media, and video chats
 - c. paper school books
 - d. physical sports
43. Chat rooms usually focus on one particular
- a. subject
 - b. person
 - c. device
 - d. country
44. Sending a digital file or a recorded educational program is an example of
- a. synchronous communication
 - b. asynchronous communication
 - c. video chats
 - d. instant messaging



45. Asynchronous communication is better for sending and important files.

- a. large
- b. small
- c. fast
- d. instant

46. Instant messaging (IM) is an example of

- a. synchronous communication
- b. asynchronous communication
- c. formal emails
- d. slow messaging

47. All of the following are synchronous tools, EXCEPT

- a. video chats
- b. instant messages
- c. chat rooms
- d. emails

48. To access the Internet, we use a browser, such as

- a. WhatsApp
- b. Facebook
- c. Google Chrome
- d. Excel

49. A gives you direct access to programs like social media and video chats.

- a. mobile app
- b. printer
- c. screen
- d. keyboard

50. If you are in a video chat with your classmates, you should mute the microphone when

- a. joining the call
- b. leaving the call
- c. it's another person's turn to talk
- d. in the entire call

51. During a video chat, you should mute your when someone else is talking.

- a. camera
- b. microphone
- c. screen
- d. speaker

52. Instant messaging is considered a/an communication tool.

- a. formal
- b. informal
- c. complicated
- d. slow

53. Where do you write the email address of the email recipient?

- a. In the To box
- b. In the CC box
- c. In the Subject line
- d. At the end of the message



- 54. If your camera is ON during a video chat, you must be properly**
- a. dressed
 - b. sleeping
 - c. drinking
 - d. eating
- 55. When writing an email, you should use**
- a. correct grammar
 - b. greetings and endings
 - c. emojis and slang
 - d. both a and b
- 56. During a video call, if the camera is on, make sure your is/are NOT in your background.**
- a. school books
 - b. personal information
 - c. home address
 - d. both a and b
- 57. What should you do if you want to join a video call?**
- a. Join directly.
 - b. Leave the room.
 - c. Click on the link and wait to be let in.
 - d. Turn off the camera immediately.
- 58. In an email, the recipient's address is written in the field.**
- a. Subject
 - b. To
 - c. From
 - d. Attach
- 59. In chat rooms, who can read your messages?**
- a. Only your teacher
 - b. Only you
 - c. Anyone who has access to the chat room
 - d. Only the person you sent the message to
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- a. Formal situations
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- a. Use very long and formal sentences.
 - b. Post information about others.
 - c. Have good manners when dealing with others.
 - d. Send large files without warning.



63. Which part should provide clear information about the content of the email?

- a. The "To" box
- b. The Subject line
- c. The greeting
- d. The message body

64. All of the following are rules for video chats, EXCEPT

- a. being polite
- b. being properly dressed
- c. showing your address
- d. muting the mic

65. Which of the following platforms is an example of online learning environments?

- a. Paint
- b. Email
- c. Edmodo
- d. WhatsApp

66. To conduct science experiments in a safe and fun virtual environment, you can use

.....

- a. Vlaby
- b. EKB
- c. WhatsApp
- d. Mapmaker

67. All of the following can be provided by online learning environments, except

.....

- a. advanced math lessons
- b. scientific experiments only
- c. various topics like animals, science, history, and geography
- d. writing files

68. is a free online tool used for mapping, data collection, and research.

- a. Vlaby
- b. Interactive Mapmaker
- c. Edmodo
- d. EKB

69. The main feature of the Vlaby platform is that it allows students to

- a. download school exams
- b. communicate with parents only
- c. conduct scientific experiments in an interactive environment
- d. read paper books

70. Teachers can use Edmodo to upload virtual lessons, homework, and

- a. quizzes
- b. physical books
- c. food
- d. toys

71. When looking for information online, you should always rely on sources.

- a. fake
- b. reliable
- c. unknown
- d. personal



- 72. The Egyptian Knowledge Bank (EKB) is**
- a. an instant messaging app
 - b. a tool for drawing pictures only
 - c. the first digital library in Egypt that contains various sources
 - d. a program for playing games
- 73. What is the purpose of using the Interactive Mapmaker?**
- a. Online mapping and researching using data
 - b. Making video calls
 - c. Watching entertainment movies
 - d. Downloading math homeworks
- 74. What can teachers provide through learning environments like Edmodo?**
- a. Video games only
 - b. Virtual lessons, uploading exams, and assignments
 - c. Communicating with school principals only
 - d. Sending emails
- 75. What is the most important feature that the digital learning tools we use should have?**
- a. To be colorful
 - b. To contain pictures
 - c. To be reliable and safe
 - d. To be for teachers only
- 76. You can access topics, articles, and videos in the Egyptian Knowledge Bank by simply**
- a. sending an official request
 - b. clicking on the source
 - c. visiting the school
 - d. using an external app
- 77. Online learning environments allow communication between teachers and students**
- a. only when they are in the same place
 - b. regardless of where they are
 - c. via a landline phone
 - d. at specific times in the morning only
- 78. The Vlaby platform is classified as a platform that allows students to**
- a. watch pictures only
 - b. interact with scientific content
 - c. read texts only
 - d. instant message
- 79. Interactive Mapmaker is a tool that works on**
- a. tablets
 - b. laptops
 - c. both a and b
 - d. none of them
- 80. All of the following are reliable online learning sources, EXCEPT**
- a. EKB
 - b. Vlaby
 - c. Edmodo
 - d. unverified blogs



- 81. What is the first step you should take before starting any digital research?**
- a. Start searching immediately
 - b. Planning, choosing the topic, and focusing
 - c. Printing the report
 - d. Writing the conclusion
- 82. sources are written and verified by experts and have no spelling mistakes.**
- a. Reliable
 - b. Unreliable
 - c. Personal
 - d. Hacked
- 83. What is the organized set of notes that helps you arrange your ideas for a report?**
- a. Detailed report
 - b. Reliable source
 - c. Outline
 - d. Final conclusion
- 84. All of the following are unreliable sources, EXCEPT**
- a. Facebook
 - b. blogs
 - c. Wiki pages
 - d. published articles
- 85. The information found on social media sites is considered**
- a. reliable
 - b. accurate
 - c. unreliable
 - d. professional
- 86. What should you write in your notes when you use a reliable source?**
- a. Detailed, accurate notes
 - b. Crediting the sources
 - c. Your personal opinion only
 - d. Both a and b
- 87. Planning before conducting a digital search helps you make sure your information is**
- a. fake
 - b. correct and reliable
 - c. long
 - d. difficult
- 88. Which part of an outline presents the ideas and information you found in the research?**
- a. Introduction
 - b. Supporting paragraphs
 - c. Conclusion
 - d. Subject line
- 89. A digital search can include many types of sources, such as**
- a. text
 - b. videos
 - c. images
 - d. all of them



- 90. A digital research can include non-text sources such as**
- a. paper books
 - b. videos and audio recordings
 - c. regular mail letters
 - d. outlines only
- 91. In which way should reliable sources be written?**
- a. Professional, careful
 - b. Without grammar errors
 - c. Informal
 - d. Both a and b
- 92. What should be focused on in the introduction when writing a report?**
- a. Final research results
 - b. Briefly presenting the report topic
 - c. Unreliable sources
 - d. Final conclusion
- 93. Using an helps you present the information in your report in a logical way.**
- a. outline
 - b. image
 - c. audio
 - d. error
- 94. The part of your report introduces the topic you are researching.**
- a. introduction
 - b. conclusion
 - c. attachment
 - d. footnote
- 95. The provides final thoughts and explains what you learned from your research.**
- a. introduction
 - b. supporting paragraph
 - c. conclusion
 - d. outline
- 96. In your report, the present the details and information you found about the topic.**
- a. greetings
 - b. titles
 - c. supporting paragraphs
 - d. endings
- 97. What should you do when you find information before using it?**
- a. Start writing immediately.
 - b. Evaluate it and make sure it is reliable.
 - c. Post it on social media.
 - d. Mention your personal opinion only.
- 98. Which of the following should you ask to find valid sources for your research?**
- a. A friend who doesn't know the topic
 - b. An online blogger
 - c. Your teacher or the school librarian
 - d. A commercial advertisement



Q2: Put (✓) or (X)

1. Digital tools can be used to find solutions to daily problems. ()
2. Technology makes paying bills more difficult. ()
3. We can use applications to get help from the right organizations. ()
4. Booking airplane tickets cannot be done online. ()
5. Digital tools make booking museum tickets easier. ()
6. Creative people use digital tools to design useless applications. ()
7. Technology always harms people and never helps them. ()
8. Technology is useful for designing websites and applications. ()
9. Good communication helps people build good relationships. ()
10. Using technology positively helps communities grow and progress. ()
11. Information became harder to get because of the Internet. ()
12. Communities can benefit from digital solutions. ()
13. A wealth of information is available on the EKB website. ()
14. EKB stands for Egyptian Knowledge Bank. ()
15. Digital tools make daily tasks easier for us. ()
16. You can't book a ticket to visit the Grand Egyptian Museum online. ()
17. A digital footprint is everything you do on the Internet; it is important to have a positive footprint. ()
18. Digital citizens only use the Internet for playing games. ()
19. Digital citizenship is only knowing how to use a computer. ()
20. You have the right to ask for protection against piracy for videos you have created. ()
21. Digital citizenship means using technology in an unethical and unsafe way. ()
22. It is not important if you use a weak password as long as you do not share it. ()
23. Piracy means copying someone else's content to share or sell it. ()
24. It is okay to share other people's videos without their permission. ()
25. You do not need to check or cite sources you find on the Internet because all of them are correct. ()
26. A good digital citizen balances Internet use with real-life social activities. ()
27. Synchronous communication happens in real time and needs a quick response. ()
28. You cannot use email to talk to your teacher about a school project. ()
29. Email is an example of asynchronous communication. ()
30. Synchronous communication is like face-to-face communication but online. ()
31. In synchronous communication, both people must be online at the same time. ()
32. Synchronous communication is suitable for discussing school topics quickly. ()
33. An email requires an instant response from the person receiving it. ()
34. During a video call, you should behave as if you are in a public place. ()
35. Instant messaging is a formal tool where you must use full sentences. ()



36. Make sure your background does not show personal information during video chats. ()
37. An email must include polite greetings and endings. ()
38. Leave the camera on even if you are not wearing appropriate clothes. ()
39. In chat rooms, you should always be polite, helpful, and positive. ()
40. Anyone in a chat room can read the messages you type and send. ()
41. Email is suitable for messaging your teacher or school manager. ()
42. It is polite to leave your microphone on while others are speaking in a video chat. ()
43. It is important to mute your microphone when you are not talking during a video call. ()
44. You can use emojis and pictures in instant messages. ()
45. The "To" box in an email is for writing the subject of the message. ()
46. Email is the best tool for casual, fun chatting with friends. ()
47. In chat rooms, your message is private and only seen by the receiver. ()
48. Using correct grammar is an important rule when writing an email. ()
49. It is important to make sure that email attachments are safe and accurate. ()
50. Online learning environments allow teachers to provide virtual lessons for students.
51. Learning today is limited only to the physical classroom.
52. The Egyptian Knowledge Bank (EKB) is considered an online learning environment not a learning source.
53. Vlaby is a platform that allows students to conduct scientific experiments in an interactive environment.
54. Interactive Mapmaker provides tools for online mapping and data collection.
55. Reliable online sources are not important for research and data collection.
56. You should start your digital research by planning the topic and focusing on it.
57. Reliable sources are those that provide information written professionally and free of spelling errors.
58. Planning helps you collect reliable and accurate information.
59. The conclusion in a report presents the report topic in detail.
60. Unreliable sources are often full of opinions, errors, and even lies.



Q1: Choose the correct answer

1. What is the main goal of using digital technology?
 - a. To make life harder
 - b. To make tasks easier and help people ✓**
 - c. To prevent communication between people
 - d. To waste time
2. Creative people use digital technology tools to find that benefit people.
 - a. problems
 - b. errors
 - c. difficulties
 - d. real solutions ✓**
3. How can a digital application help people?
 - a. To sing to them
 - b. To obtain help from the right organization ✓**
 - c. To buy clothes for them
 - d. To take them to school
4. Which example shows how technology made travel easier?
 - a. Going to the library
 - b. Booking airplane tickets online ✓**
 - c. Playing in the park
 - d. Drawing on paper
5. Through the Internet, you can book tickets for
 - a. trains
 - b. airplanes
 - c. museums
 - d. all of them ✓**
6. One benefit of websites is
 - a. making information available for everyone ✓**
 - b. stopping people from talking to each other
 - c. making the weather hot
 - d. making shopping harder
7. What do we achieve when we use technology in a positive way?
 - a. We cause problems for others.
 - b. We help achieve success. ✓**
 - c. We stop people from learning.
 - d. We make life harder.
8. The is considered a source where a wealth of information is available.
 - a. gaming app
 - b. music player
 - c. EKB website ✓**
 - d. chat room
9. Which of these is a digital tool?
 - a. A paper book
 - b. A pencil
 - c. An app on a smartphone ✓**
 - d. A paper magazine



10. Which financial problem can be solved using digital applications?
a. Difficulty cooking
b. Difficulty sleeping
c. Difficulty riding a bike
d. Difficulty paying bills ✓
11. Technology helps people communicate better and build good
a. relationships ✓
b. fences
c. barriers
d. enemies
12. What can we book tickets for online?
a. Visiting museums and historical places ✓
b. Buying vegetables from the shop
c. Playing football
d. Swimming in the sea
13. Using technology in a positive way helps us become successful
a. gamers
b. digital citizens ✓
c. hackers
d. viewers
14. How does technology help improve communication between people?
a. It stops people from talking.
b. It helps build good relationships and solve problems. ✓
c. It makes communication harder.
d. It increases misunderstanding.
15. What is the benefit of applications designed to serve the community?
a. Wasting time and money
b. Making life harder
c. Helping communities grow and solve problems ✓
d. Stopping people from helping each other
16. All of the following are benefits of technology, EXCEPT
a. easy access to services
b. solving problems
c. wasting time ✓
d. improving communication
17. is the ability to use digital technology ethically, responsibly, and safely.
a. Digital footprint
b. Piracy
c. Digital citizenship ✓
d. Programming
18. The things you do online that leave a trace are called
a. passwords
b. rights
c. responsibilities
d. digital footprint ✓



19. One of the most important responsibilities online is
a. sharing content immediately
b. respecting intellectual property and avoiding piracy ✓
c. not checking any sources
d. using content to hurt others
20. Digital footprint includes
a. the websites you visit
b. the photos you post
c. the comments you write
d. all of them ✓
21. When interacting with others online, you should
a. share your opinions in a rude way
b. ignore them
c. show positive behavior and be respectful ✓
d. ask for their personal information
22. As a digital citizen, you must balance your with spending time with family and friends.
a. sleeping time
b. online time ✓
c. school time
d. sports time
23. What should you do when you find information for your research?
a. Ignore the source.
b. Use it without asking.
c. Check, evaluate, and cite the sources. ✓
d. Share it immediately.
24. Illegal copying or stealing of protected content to sell it to others is called
a. citizenship
b. responsibility
c. digital footprint
d. piracy ✓
25. What is one of your rights as a digital citizen?
a. Stealing content from the Internet
b. Not having my digital footprint copied without permission ✓
c. Ignoring time with my family
d. Sharing other people's photos
26. To use the Internet safely, you should use passwords.
a. weak
b. short
c. strong ✓
d. no
27. Using the Internet safely means
a. using a simple password
b. visiting any random website
c. using updated software and strong passwords ✓
d. not watching your screen time



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- b. Sending entertainment symbols
- c. Quick and instant conversations
- d. Sharing random videos

62. What should you do when using instant messaging?

- a. Use very long and formal sentences.
- b. Post information about others.
- c. Have good manners when dealing with others. ✓**
- d. Send large files without warning.

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- a. Video games only
- b. Virtual lessons, uploading exams, and assignments ✓
- c. Communicating with school principals only
- d. Sending emails

75. What is the most important feature that the digital learning tools we use should have?

- a. To be colorful
- b. To contain pictures
- c. To be reliable and safe ✓
- d. To be for teachers only

76. You can access topics, articles, and videos in the Egyptian Knowledge Bank by simply

- a. sending an official request
- b. clicking on the source ✓
- c. visiting the school
- d. using an external app

77. Online learning environments allow communication between teachers and students

- a. only when they are in the same place
- b. regardless of where they are ✓
- c. via a landline phone
- d. at specific times in the morning only



78. The Vlab platform is classified as a platform that allows students to
a. watch pictures only
b. interact with scientific content ✓
c. read texts only
d. instant message
79. Interactive Mapmaker is a tool that works on
a. tablets
b. laptops
c. both a and b ✓
d. none of them
80. All of the following are reliable online learning sources, EXCEPT
a. EKB
b. Vlab
c. Edmodo
d. unverified blogs ✓
81. What is the first step you should take before starting any digital research?
a. Start searching immediately
b. Planning, choosing the topic, and focusing ✓
c. Printing the report
d. Writing the conclusion
82. sources are written and verified by experts and have no spelling mistakes.
a. Reliable ✓
b. Unreliable
c. Personal
d. Hacked
83. What is the organized set of notes that helps you arrange your ideas for a report?
a. Detailed report
b. Reliable source
c. Outline ✓
d. Final conclusion
84. All of the following are unreliable sources, EXCEPT
a. Facebook
b. blogs
c. Wiki pages
d. published articles ✓
85. The information found on social media sites is considered
a. reliable
b. accurate
c. unreliable ✓
d. professional
86. What should you write in your notes when you use a reliable source?
a. Detailed, accurate notes
b. Crediting the sources
c. Your personal opinion only
d. Both a and b ✓



87. Planning before conducting a digital search helps you make sure your information is
- a. fake
 - b. correct and reliable ✓**
 - c. long
 - d. difficult
88. Which part of an outline presents the ideas and information you found in the research?
- a. Introduction
 - b. Supporting paragraphs ✓**
 - c. Conclusion
 - d. Subject line
89. A digital search can include many types of sources, such as
- a. text
 - b. videos
 - c. images
 - d. all of them ✓**
90. A digital research can include non-text sources such as
- a. paper books
 - b. videos and audio recordings ✓**
 - c. regular mail letters
 - d. outlines only
91. In which way should reliable sources be written?
- a. Professional, careful
 - b. Without grammar errors
 - c. Informal
 - d. Both a and b ✓**
92. What should be focused on in the introduction when writing a report?
- a. Final research results
 - b. Briefly presenting the report topic ✓**
 - c. Unreliable sources
 - d. Final conclusion
93. Using an helps you present the information in your report in a logical way.
- a. outline ✓**
 - b. image
 - c. audio
 - d. error
94. The part of your report introduces the topic you are researching.
- a. introduction ✓**
 - b. conclusion
 - c. attachment
 - d. footnote



95. The provides final thoughts and explains what you learned from your research.

- a. introduction
- b. supporting paragraph
- c. conclusion ✓**
- d. outline

96. In your report, the present the details and information you found about the topic.

- a. greetings
- b. titles
- c. supporting paragraphs ✓**
- d. endings

97. What should you do when you find information before using it?

- a. Start writing immediately.
- b. Evaluate it and make sure it is reliable. ✓**
- c. Post it on social media.
- d. Mention your personal opinion only.

98. Which of the following should you ask to find valid sources for your research?

- a. A friend who doesn't know the topic
- b. An online blogger
- c. Your teacher or the school librarian ✓**
- d. A commercial advertisement

Q2: Put (✓) or (X)

1. Digital tools can be used to find solutions to daily problems. ✓ True
2. Technology makes paying bills more difficult. X False
3. We can use applications to get help from the right organizations. ✓ True
4. Booking airplane tickets cannot be done online. X False
5. Digital tools make booking museum tickets easier. ✓ True
6. Creative people use digital tools to design useless applications. X False
7. Technology always harms people and never helps them. X False
8. Technology is useful for designing websites and applications. ✓ True
9. Good communication helps people build good relationships. ✓ True
10. Using technology positively helps communities grow and progress. ✓ True
11. Information became harder to get because of the Internet. X False
12. Communities can benefit from digital solutions. ✓ True
13. A wealth of information is available on the EKB website. ✓ True
14. EKB stands for Egyptian Knowledge Bank. ✓ True
15. Digital tools make daily tasks easier for us. ✓ True



16. You can't book a ticket to visit the Grand Egyptian Museum online. **X False**
17. A digital footprint is everything you do on the Internet; it is important to have a positive footprint. **✓ True**
18. Digital citizens only use the Internet for playing games. **X False**
19. Digital citizenship is only knowing how to use a computer. **X False**
20. You have the right to ask for protection against piracy for videos you have created. **✓ True**
21. Digital citizenship means using technology in an unethical and unsafe way. **X False**
22. It is not important if you use a weak password as long as you do not share it. **X False**
23. Piracy means copying someone else's content to share or sell it. **✓ True**
24. It is okay to share other people's videos without their permission. **X False**
25. You do not need to check or cite sources you find on the Internet because all of them are correct. **X False**
26. A good digital citizen balances Internet use with real-life social activities. **✓ True**
27. Synchronous communication happens in real time and needs a quick response. **✓ True**
28. You cannot use email to talk to your teacher about a school project. **X False**
29. Email is an example of asynchronous communication. **✓ True**
30. Synchronous communication is like face-to-face communication but online. **✓ True**
31. In synchronous communication, both people must be online at the same time. **✓ True**
32. Synchronous communication is suitable for discussing school topics quickly. **✓ True**
33. An email requires an instant response from the person receiving it. **X False**
34. During a video call, you should behave as if you are in a public place. **✓ True**
35. Instant messaging is a formal tool where you must use full sentences. **X False**
36. Make sure your background does not show personal information during video chats. **✓ True**
37. An email must include polite greetings and endings. **✓ True**
38. Leave the camera on even if you are not wearing appropriate clothes. **X False**
39. In chat rooms, you should always be polite, helpful, and positive. **✓ True**
40. Anyone in a chat room can read the messages you type and send. **✓ True**
41. Email is suitable for messaging your teacher or school manager. **✓ True**
42. It is polite to leave your microphone on while others are speaking in a video chat. **X False**
43. It is important to mute your microphone when you are not talking during a video call. **✓ True**
44. You can use emojis and pictures in instant messages. **✓ True**
45. The "To" box in an email is for writing the subject of the message. **X False**
46. Email is the best tool for casual, fun chatting with friends. **X False**
47. In chat rooms, your message is private and only seen by the receiver. **X False**



48. Using correct grammar is an important rule when writing an email. ✓ True
49. It is important to make sure that email attachments are safe and accurate. ✓ True
50. Online learning environments allow teachers to provide virtual lessons for students. ✓ True
51. Learning today is limited only to the physical classroom. ✗ False
52. The Egyptian Knowledge Bank (EKB) is considered an online learning environment not a learning source. ✗ False
53. Vlab is a platform that allows students to conduct scientific experiments in an interactive environment. ✓ True
54. Interactive Mapmaker provides tools for online mapping and data collection. ✓ True
55. Reliable online sources are not important for research and data collection. ✗ False
56. You should start your digital research by planning the topic and focusing on it. ✓ True
57. Reliable sources are those that provide information written professionally and free of spelling errors. ✓ True
58. Planning helps you collect reliable and accurate information. ✓ True
59. The conclusion in a report presents the report topic in detail. ✗ False
60. Unreliable sources are often full of opinions, errors, and even lies. ✓ True



كيفية طباعة صفحات معينة من ملف معين

مثلا ازاي نطبع الصفحات من صفحة 4 الى صفحة 9

